Adult 5v5 League Rules

Follow NFHS Rules except for below

Minimum of 9 players on Team Roster

Uniforms provided as a part of registration fee to all teams. Official uniforms must be worn to participate. Players must be rostered and check in with Photo ID prior to each game to participate.

6 GAME REGULAR SEASON
+ End of Season Tournament/Playoffs

- **Top 8 Teams – Recreational Blue Division (Out of 13)**
- **Top 6 Teams – "Over 40" Division (Out of 8)**
- **Top 4 Teams – Recreational Red Division (Out of 6)**

Game Length & Rule Specifications:

- Four Minute Warm Up Guaranteed
- Game begins on time ~ Teams are allowed to begin with 4 players minimum.
    - A team must have a minimum of 4 players (on roster) in order to start the game. If a team is unable to field a team (4 players) within 5 minutes of the scheduled game time the game will be forfeited. Forfeited games will not be rescheduled.
- (2) 18 Minute Halves (Clock Stops in the last 2 minutes of the 2nd Half if score is within 12 Points) ; 3 Minute Half-Time
  - If score differential reaches 31+ at any point of the second half, the game is over and score is final.
- 2 minute overtime if tied at end of regulation, 1 minute running clock, 1 minute with stoppage. Second overtime period is sudden death.
- 1 and 1 free throws awarded at 7th foul of half, 2 free throws awarded at 10th foul of half
- Ejection from contest will result in a 1 game suspension (out of the game ejected + next contest)
- Foul Out on 6 fouls
- Teams with more than 1 forfeit will be dropped from playoff contention – Forfeit is 20-0 Score
- No additions to roster after first game of the season unless injury related. No additions to rosters will occur following the third game of the season under any circumstances.
    - Half-Court Shots count for 5 points. Player must be behind the half court line to score 5 points. If fouled on this shot, result is 3 free throws. If shot goes in, player gets 1 free throw on top of the 5 points.

Time outs per game:

- Two (2) time outs per half. They do not carry over- use them or lose them.
- One (1) time out for overtime period for each team.

ZERO TOLERANCE POLICY

- There will be zero tolerance for any physical altercations. If there is a fight of any kind, all parties involved will be detained by security and will be held on the premise until law enforcement arrives. The PLAYER who initiates the fight, along with his ENTIRE TEAM, will be banned for the remainder of the season with no refund.